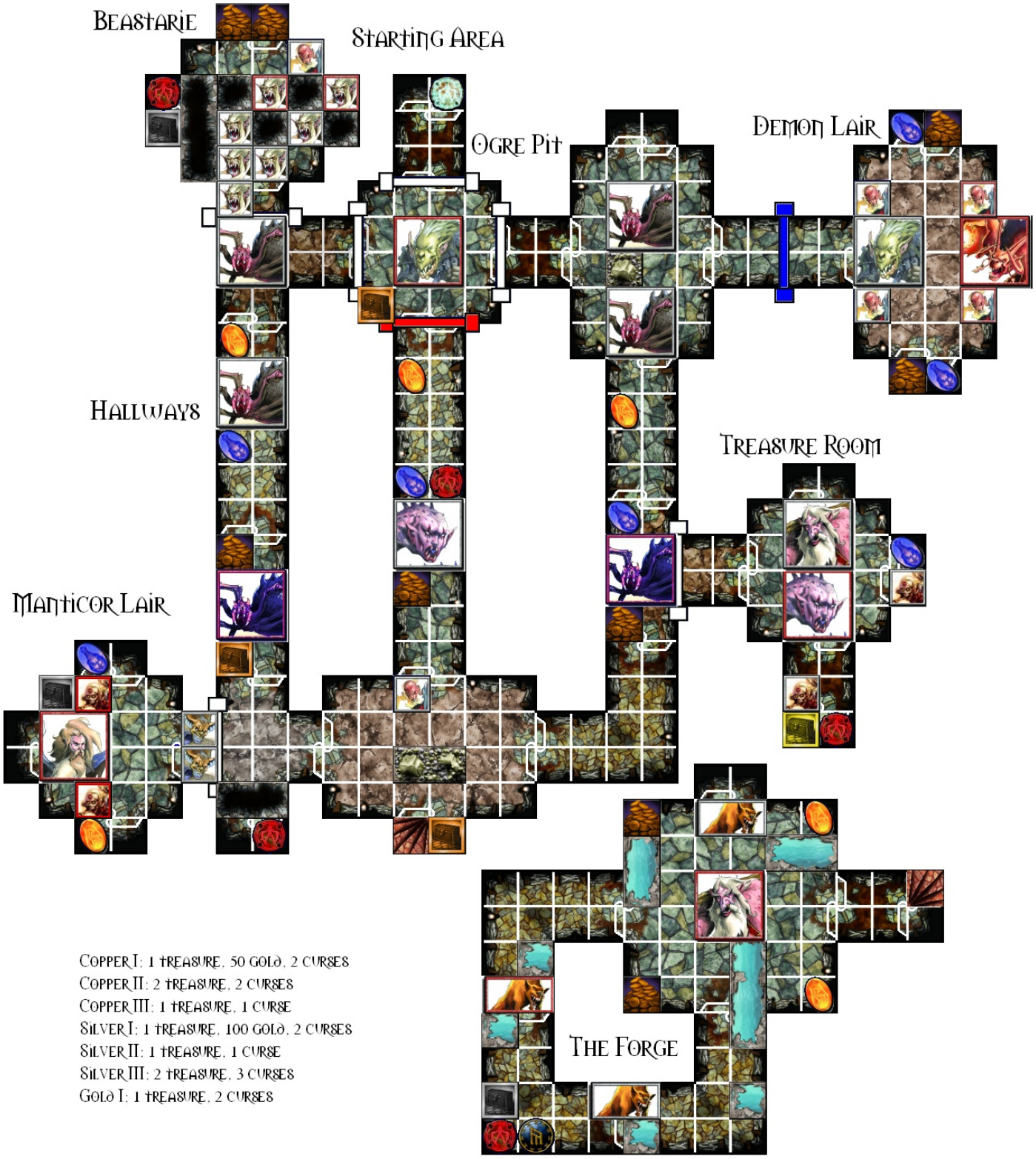

Copper I: 1 treasure, 50 gold, 2 curses
Copper II: 2 treasure, 2 curses
Copper III: 1 treasure, 1 curse
Silver I: 1 treasure, 100 gold, 2 curses
Silver II: 1 treasure, 1 curse
Silver III: 2 treasure, 3 curses
Gold I: 1 treasure, 2 curses

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Curse of the Spider Cult

By Lasse Jensen

Scenario Background

As you travel throu the kingdoms of Khain, you arraive to the small village Spidwich. All citicens in Spidwich is cursed, and legend tells, that the source to the curse is hidden in a dungeon and guarded by a cult. After much research you archive the exact location of the dungeon entrance. You sharpen you weapons and prepare you most potent spells, this cult is going down.

Mission Goals

Kill all members of the spider cult, and find the source of the spider curse that affects all of Spidwich.

Important: There are 2 special rules to this scenario:

1)All party members is affected by the evil spider curse. While the source to the curse is not destroyed (eg. the demon is slain), a player recives a poison token each time he have made a succesfull rest. A character immune to poison, still recives these poison counters.

2) Each time a door is opened, a bane spider jumps out and attacks the opener (at range 0). After all other effects are worked out, imediatly resolve an attack from a bane spider against the opening player. After the attack is worked out, place a bane spider as close to the opening player as possible. If its not possible to place the bane spider, it is not placed anyway. Afterwards the players turn continues.

Starting Area

You enter a small room. The air is full of moist, the floor is slippery from a posionous fluid and the walls are covered in thick spiderweb. As you light your torches, you discover a door in the opposit end of the room.

Ogre Pit

You open the door and wake up a giant humanoid. Its an ogre, with a mighty clup in one hand a bundle of keys in the other. "I am Gnutn´k" the ogre yells. "Visitors are not welcome here!"

Gnutn´k the ogre has +4 health and Grapple

Important: When Gnutn´k the ogre is slain, he drops the red key.

Hallways

The hallways echo from the shouts of cult members. "Intruders, Intruders. Gnutn´k is dead. Kill the Intruders"

Beastarie

The room is full of beats. As you open the door, you hear a cult member command the beasts to attack.

The cult member in this room has the command ability.

Treasure Room

This room is suprisingly clean. Only the skulls from heroes from the past is lying around on the floor.

Manticor Lair

This room is guarded by a manticor and its minions.

The Forge

As you walk down the stairs, you hear a loud noice from metal hitting metal, and as you continue you can feel the heat burning from the forge down under. Deep down in the forge lives the fire giant Argal. Only a key created by Argal can open the magic door that shields the source of the curse. But Argals forge is a hostile place, where only creatures of fire can survive.

Each time the players start a new turn, all players in the forge takes 1 wound from heat damage with no save from armour or other sources.

Argal the fire giant have 2 additional armour, 8 additional wounds and the burn special ability.

Demon Lair

When the door slides open, spiders and webs come flying towards you from all directions, wounding and entangeling the heroes. While trying to free yourself from the webs, you hear a high pierced roar from within the room that fills you with fear. A mighty spider demon crawls forward towards its next meal. You realise, that the spider demon must be the source of the spider curse.

Once the door is opened, the door opener is attacked by a bane spider as normal for this scenario. In addition all party members imediatly recive 1 web token and 3 poison tokens. Threat this as a trap, that each player may avoided if he can roll a blank with a black dice.

The spider demon has demon stats with all bane spider special rules added (web, poison). In addition, the spider demon have 3 additional armour, 6 additional wounds and rolls all 5 black dice when attacking.
Important: Once the spider demon is dead, the adventure ends, and the heroes win.

Once the spider demon is dead, its body explodes into millions of small spiders. You start killing all the spider spawns somehow knowing, that if just a single spiders survives, a new spider demon may cross your path someday...

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